REHAB COORS

"Sacre bleu! I am the great French private eye Pierre Touche and I need your help. I've been summoned to capture the ringleader, Henri Le Fiend, and turn him over to the police. But wait - we first must find evidence against him and the stolen property. There are five cases pending, each with its own statute of limitations. A case is closed when Le Fiend is apprehended and booked. So hurry! Study the files below, grab your trenchcoat and meet me at Precinct 2600 - I'll be waiting for you.'

Sleuth wanted! Help Private Eye Touche navigate the city streets, parks, secret passages, dead-ends and one-ways in streets, parks, secret passages, dead-ends and one-ways in search of Henri Le Fiend and his gang. Evidence and stolen goods are scattered about — you'll need to find those too search of Henri Le Fiend and his gang. Evidence and stolen goods are scattered about — you'll need to find those, too.

Let the map and your memory be your guide. And let nothing **ACTIVISION**® go unnoticed.

UTILIZATI REVIEW COORD

THE "LE FIEND" FILE.

CASE 1: "Safecracker Suite"

On Thursday, Sept. 7, at approximately 1:30 p.m., bankteller Betty Jeepers activated the on mursday, Sept. 7, at approximately 1.50 p.m., bankteller betty Jeepers activated the silent alarm near her foot. The man standing at her window had just handed her a note demanding \$10,000 in one had. The note also described the loaded out in his pocket. demanding \$10,000 in one bag. The note also described the loaded gun in his pocket. Jeepers described him as diminutive but suave and said he bowed slightly as he left, saying, "Merci beaucoup." Quickly, Touche looked to the sky and said, "It's him." PROSECUTION REQUIREMENTS: Find the gun and verify it at the gunstore.

Find the gon and verify it at the gonstore.

Find the money and return it to the bank.

Find Le Fiend and book him at Police Headquarters.

STATUTE OF LIMITATIONS: 3 minutes LOCALE: Uptown, 32 blocks

"I thought they were the electricians," answered Nimrod Nerdon. Touche' had asked the nervous security guard why he let two men enter the museum on an off day and CASE 2: "Closed on Mondays"

"I thought they were the electricians," answered Nimrod Nerdon. Touche' had asked then allowed them to shut off the lights. When enter the museum on an off day and sing on one of the perpetrator's could only remember that the men were gone. PROSECUTION REQUIREMENTS: Find the button and verify it at the tailor shop. PROSECUTION REQUIREMENTS: Find the button and verify it at the tailor shop. Find the vase and return it to the museum.

Find the button and verify it at the tailor shop.

Find Le Fiend and book him at Police Headquarters. LOCALE: Upper midtown, 32 blocks

Mrs. Lotta Moorcash was beside herself. "But he was such a gentlemant" A man style I've ever had — a French twist!" Touche's daquiri glass shattered in his fist. CASE 3: "Dealing in Diamonds" Style I've ever had — a French twist!" Touche's daquiri glass shattered in REQUIREMENTS
Find the comb and verify it at the barbershop.

STATUTE OF

STATUTE OF

Find the necklace and return it to the gemstore, at Police Headquarters.

CASE 4: "Rare Stamp Roulette"

It was the first time Mr. Rich N. Boring had his name in the papers. It was in recognition of his upcoming donation of a valuable rare stamp to the Auxiliary Association of Associated Auxiliaries. Unfortunately, his name was followed by his address. By morning the stamp was gone. From the looks of the footprints on Boring's newly varnished floor. Touche deduced that the thief's sole adhered and came loose. The stamp was described as an 1872 commemorative. "Commemorating what?" asked Touche. "The French Revolution." Touche raised his collar and left immediately.

PROSECUTION Find the shoe sole and verify it at REQUIREMENTS: the shoe store. Find the stamp and return it to the stampstore. Find Le Fiend and book him at Police Headquarters.

STATUTE OF LIMITATIONS: 10 minutes LOCALE: Downtown, 120 blocks

Touche would take a new approach. Rather than gather the evidence case by case and prosecute Le Fiend tour times, he decided to take everything on at once. The whole city, the entire Touche would take a new approach. Hather than gather the evidence case by case and prosecute Le Fiend four times, he decided to take everything on at once. The whole city, the entire gang all the cases and of course. Le Fiend. He rose early that day and took a deep, invidorating the cases and of course. CASE 5: "The Big Sweep"

cute Le Fiend four times, he decided to take everything on at once. The whole city, the entire gang, all the cases and, of course, Le Fiend. He rose early that day and took a deep, invigorating breath. "Room service," he said into the phone, "please send up breakfast. What is today's special?" The voice on the other end replied, "French toast." PROSECUTION REQUIREMENTS: All of the stolen goods and evidence in cases 1-4 must be found and returned for verification at their place of origin. All of the stolen goods and evidence in cases 1-4 must be found and returned for verification at their place of origin.

Le Fiend may then be rounded up and booked at Police Headquarters once — and for all.

STATUTE OF LIMITATIONS: 20 minutes LOCALE: Entire city, 248 blocks



BUREAU OF INVESTIGATION 923-97 OZONE AVENUE NEW YORK, N.Y. CABLE DS: 816,428,822

TO START

Press the game select switch to choose desired case. The case number appears above the score and its corresponding stolen item appears in the upper right corner. Then press the reset switch. The statute of limitations begins counting down as soon as you move the Joystick.

Upon Touche's arrival, a federal attache will present him with a specially equipped 1935 Model A. Its unique feature is the ability to jump as high as two stories. Additionally, it can make 90° turns and has a cruise control

USE OF THE CONTROLLER

Use the left Jovstick. To accelerate left or right...move the Joystick left or right. To drive into an alley or park lane...push Joystick up.

DIFFICULTY SWITCHES

The left Difficulty switch is your car's cruise control; a maintains a fast speed, b maintains a slow speed. The right Difficulty switch controls the car's jumps. By setting it to a, the height of the jump is controlled by the length of time the red button is held down. Setting it to b causes the car to jump to its maximum height with a single press of the button.

"Oh...My apologies for the sketchy map on the other side. In any case, it's our single irreplaceable guide to the city. It came from the waning memory of a late Le Fiend cohort Before he passed on, he said something about secret passages, deadends and one-ways. Lots of them. Too many for him to remember. He marked a few of them, but you'll have to map out the rest.

POLICE PROCEDURE

Warrant Requirements - Reasonable cause must be established before Le Fiend can be booked with the police. "Reasonable cause" consists of finding the evidence, verifying it at its place of origin, recovering the stolen property and returning it to its owner. The evidence and stolen item may be found in any order, but you may only carry and return one item at a time. Proceed with caution: After the first item has been returned, thugs lurch out from behind steps and bushes to throw daggers. Jump to avoid them. If you're hit, the thug will repossess anything you are carrying.

Questionable Characters - Throughout the case, questionable characters will peek out of windows. Any one of them may be harboring the item you are looking for. Jump up and seel Even if they're empty-handed, you'll still get merit points each time you nab one of them. Finally, if you recover an item while you are carrying another item, the questionable character will make a switch and you will continue with the new item.

The City Beat - Get to know the locations of detours and roadblocks. Detours are striped; roadblocks are solid yellow. You will also encounter secret passages, one-ways dead-ends. Secret passages are short-cuts whereby you enter an alley on one street, and may emerge on a different block, often in a different part of the city! Get to know these short-cuts and map them out. Many offer round-trip passage, but some are one way only or dead-ends.



Minus 1 Whenever auto is on a pot hole. If Touche or his car is hit by a brick. If hit by a flowerpot. If hit by a bird.

MERITS

For each questionable character nabbed. Plus 5000 For each questionable character nabbed with evidence (gun, button, comb, shoe sole). Plus 15,000 For each questionable character nabbed with stolen item (money, vase, necklace, stamp). Plus 10,000 Whenever evidence is verified. Plus 20,000 Whenever a stolen item is returned.

For booking Le fiend at Police Headquarters

Get on our mailing list, ask questions or just say hello! Call us at (415) 940-6044/5.

LETTER FROM THE COMMISSIONER Tips from Bob Whitehead, Bob designer of Private Eye. Bob is not only an award-winning designer of Private Eye Boo is not only an award-winning. is not only an award-winning, senior designer at Activision, senior designer at founders! he's also one of its founders! He lives in California with his wife Marron and their four children wife Karron and their four chil-

dren, and is an avid fan of oren, and is an avid ran of sports, particularly baseball.

"Well, sleuths... I hope you're not looking for any dead giveaways. You've got to figure this one out for yourselves. But here are some clues: got to figure this one out for yourselves. But here are some clues:

"If you run into a thug's dagger, thereby losing the item you're carrying, the you run into a thug's dagger, thereby losing the item your last few blocks.

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"If you run into a thug's dagger, the item you're carrying."

"If you run into a thug's dagger, the item you're carrying."

"If you run into a thug's dagger, the i

Look for it in a window or by a bush.

"Now here's a riddle for you: What's the difference between a roadblock
"Now here's a riddle for you: What's the gellow and one's striped)?

"Now here's a riddle for you: What's the difference between a roadblock
"Now here's a riddle for you: What's the for you jumping for joy.

"To the figure out the heet direction to head in when you had in what in the figure out the heet direction to head in when you had in what you jumping to head in when you had in which you had in which you had in which you had in which you had you Clue: The answer will have you jumping for joy.

"Try to figure out the best direction to head in when you begin each you to figure out the best direction to head in when you start out to the left, and some upon the cases "prefer" you to start out to the right. Also, certain cases "prefer when the case. Some cases are easier when you start out to the right. Also, certain cases "initial direction" easier when you start out to the right. Also, certain cases "initial direction" easier when you start out to the right. Also, certain cases "initial direction" easier when you start out to the right. Also, certain cases "initial direction" easier when you start out to the right. So discover and jot down the "initial direction" stolen item is found first. So discover and jot down the "initial direction" and "order of search" for each case.

and "order of search" for each case.

"Touchel to those of you who will brave come of the secret passages will that, althogh it is the sum of Cases 1-4, some of the adjust your map a bit, althogh it is the sum of Cases 1-4 some of the secret passages and a report that, althogh it is the sum of Cases 1-4 some of the secret passages.

"When you get back to the precise with Le ciand please cand a report of the precise that the ciand please cand a report of the precise that the pre be changed. But don't let that discourage you. Just adjust your map a bit.

"When you get back to the precinct with Le Fiend, please send a report.

"When you get back to the precinct with Le Fiend, pleases."

"When you get back to the precinct with Le Fiend, pleases."

"When you get back to the precinct with Le Fiend, pleases."

"When you get back to the precinct with Le Fiend, pleases."

"When you get back to the precinct with Le Fiend, pleases."

"When you get back to the precinct with Le Fiend, pleases."

"When you get back to the precinct with Le Fiend, pleases."

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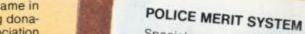
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Special agents will begin with 1000 merit points - just for taking on the case! The following system of merits and demerits applies:

Minus 100 Minus 200 Minus 300 If hit by a rat. Minus 400 Minus 1000 If hit by a dagger,

Plus 100

For nabbing Henri Le Fiend. and, thus, closing the case.

Plus 25,000 Plus 25,000

